

THE EMBODIMENTS OF THE INVENTION IN WHICH AN EXCLUSIVE PROPERTY OR PRIVILEGE IS CLAIMED ARE DEFINED AS FOLLOWS:

1. A table game method of playing utilizing an elongated cylindrical projectile, said projectile comprising the steps of; laying horizontally said elongated cylindrical projectile crosswise in front of you onto a game surface and by taking a finger or other device suitable to clip down off the curvature of a far side but before the edge of said projectile, to send spinning while rotating and rattling end to end into a flowery pattern onto said game surface, and thus creating a perception of a sphericity in the center of said elongated cylindrical projectile's said axis.
2. A table game method of playing recited in claim 1 wherein a perception of a sphericity is created to send to advancing and regressing valued sections on said game surface.
3. A table game method recited in claim 2 wherein said advancing and regressing valued sections on said game surface round in shape and positioned symmetrically on game surface.
4. A table game method recited in claim 2 further comprising a point keeping system that places said cylindrical projectiles in an upright position in apparatuses attached to said table game, each projectile representing points when advancements are made and when in regression the reduction of said cylindrical projectiles placed in said apparatuses.
5. A table game recited in claim 4 comprising a playing surface with side walls and end walls with said end walls comprising a recessed section relative in height to said playing surface.
6. A table game recited in claim 5 wherein said recessed section is centered in said end wall.
7. A table game recited in claim 6 wherein said recessed section comprising a relative area of one third the surface width.

8. A table game recited in claim 5 wherein said playing surface further comprising an adjacent channel running parallel with said playing surface.
9. A table game recited in claim 8 wherein said channel further comprising a spherical contour.
10. A table game recited in claim 7 further comprising two score keeping apparatuses to accommodate a plurality of cylindrical projectiles to stand in an upright position representing points counted in a game having a plurality of cylindrical cavities .
11. A table game comprising a playing surface with side walls and end walls with said end walls comprising a recessed section relative in height to said playing surface.
12. A table game recited in claim 11 wherein said recessed section is centered in said end wall.
13. A table game recited in claim 11 wherein said recessed section comprising a relative area of one third the surface width.
14. A table game recited in claim 12 wherein said recessed section comprising a relative area of one third the surface width.
15. A table game recited in claim 11 wherein said playing surface further comprising an adjacent channel running parallel with said playing surface.
16. A table game recited in claim 12 wherein said playing surface further comprising an adjacent channel running parallel with said playing surface.
17. A table game recited in claim 15 wherein said channel further comprising a spherical contour.
18. A table game recited in claim 16 wherein said channel further comprising a spherical contour.
19. A table game recited in claim 14 further comprising two score keeping apparatuses to accommodate a plurality of cylindrical projectiles to stand in an upright position representing

points counted in a game having a plurality of cylindrical cavities .

20. A table game recited in claim 15 further comprising two score keeping apparatuses to accommodate a plurality of cylindrical projectiles to stand in an upright position representing points counted in a game having a plurality of cylindrical cavities .